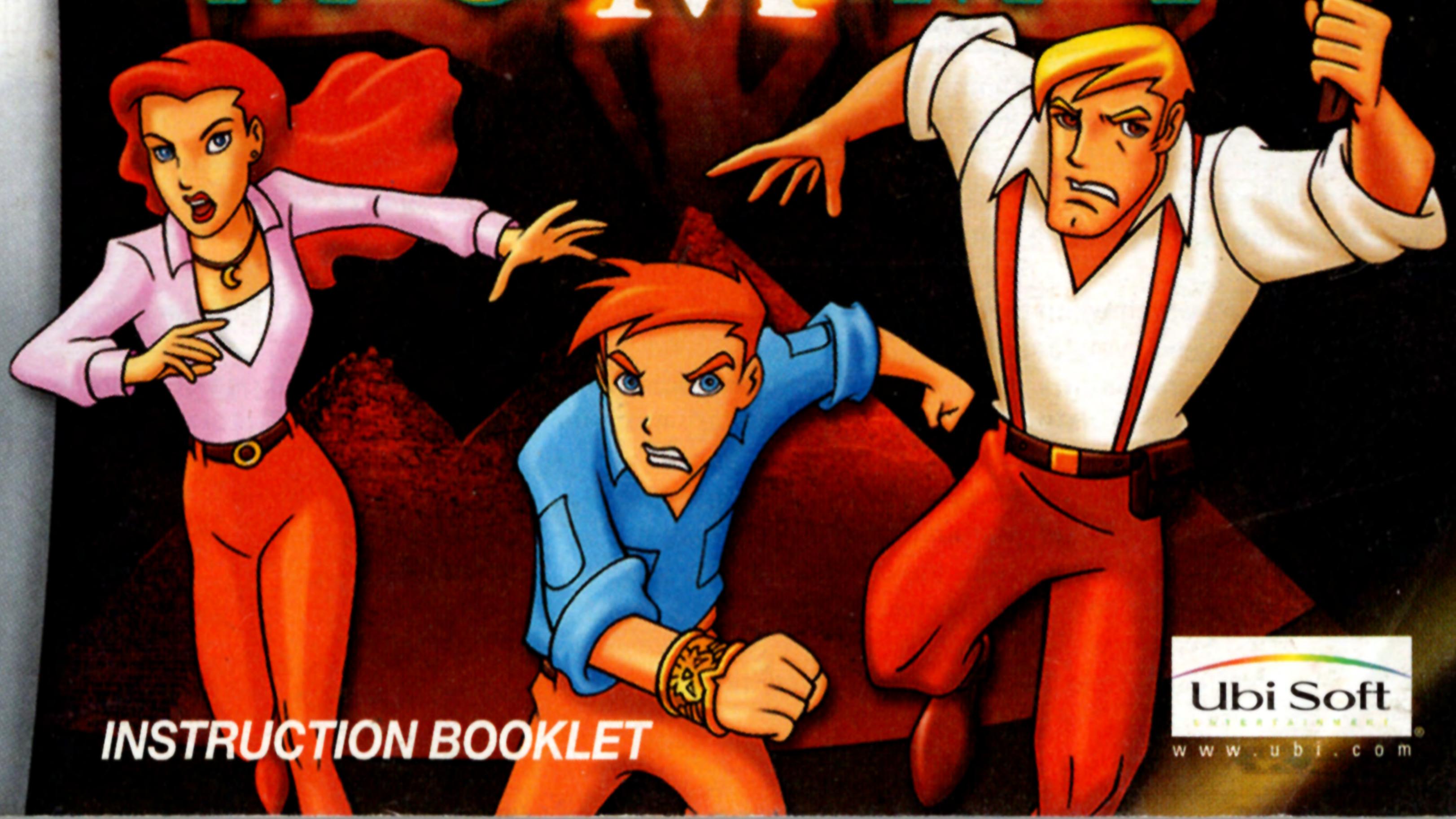


ADVENTURE

GAME BOY<sup>®</sup>

AGB-AUME-USA

# THE MUMMY<sup>™</sup>



INSTRUCTION BOOKLET

Ubi Soft  
ENTERTAINMENT  
[www.ubi.com](http://www.ubi.com)

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

## **⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.



## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



**VIOLENCE**

Visit [www.esrb.org](http://www.esrb.org)

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).



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# DESCRIPTION

*Meet Alex and his parents: the O'Connells, the coolest 1930s family!*

You control Alex, Evy, and Rick, switching between them in real-time, while they explore ancient and mysterious Egyptian remains. The game is a top-view action/adventure.

The character-switch feature allows you to quickly select the character with the most suitable abilities for each situation. You will be confronted with inhuman monsters, diabolic traps and mind-bending enigmas, and face Imhotep's curses in all their different and horrific forms!

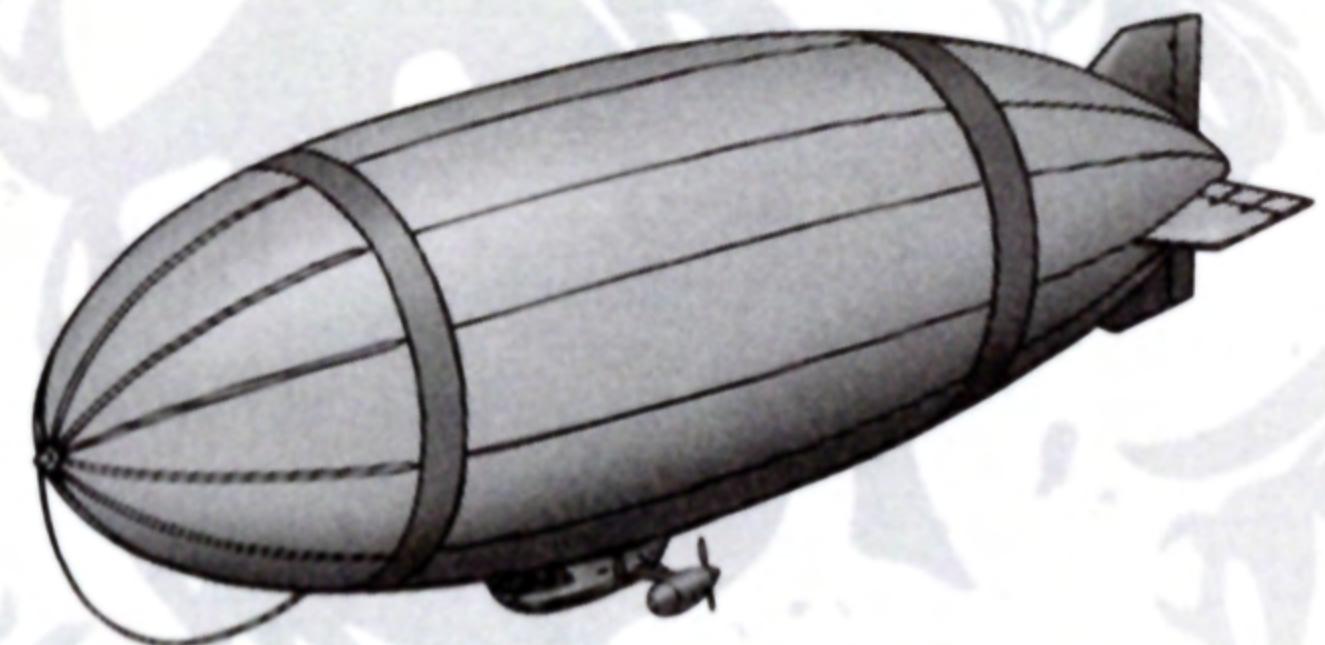
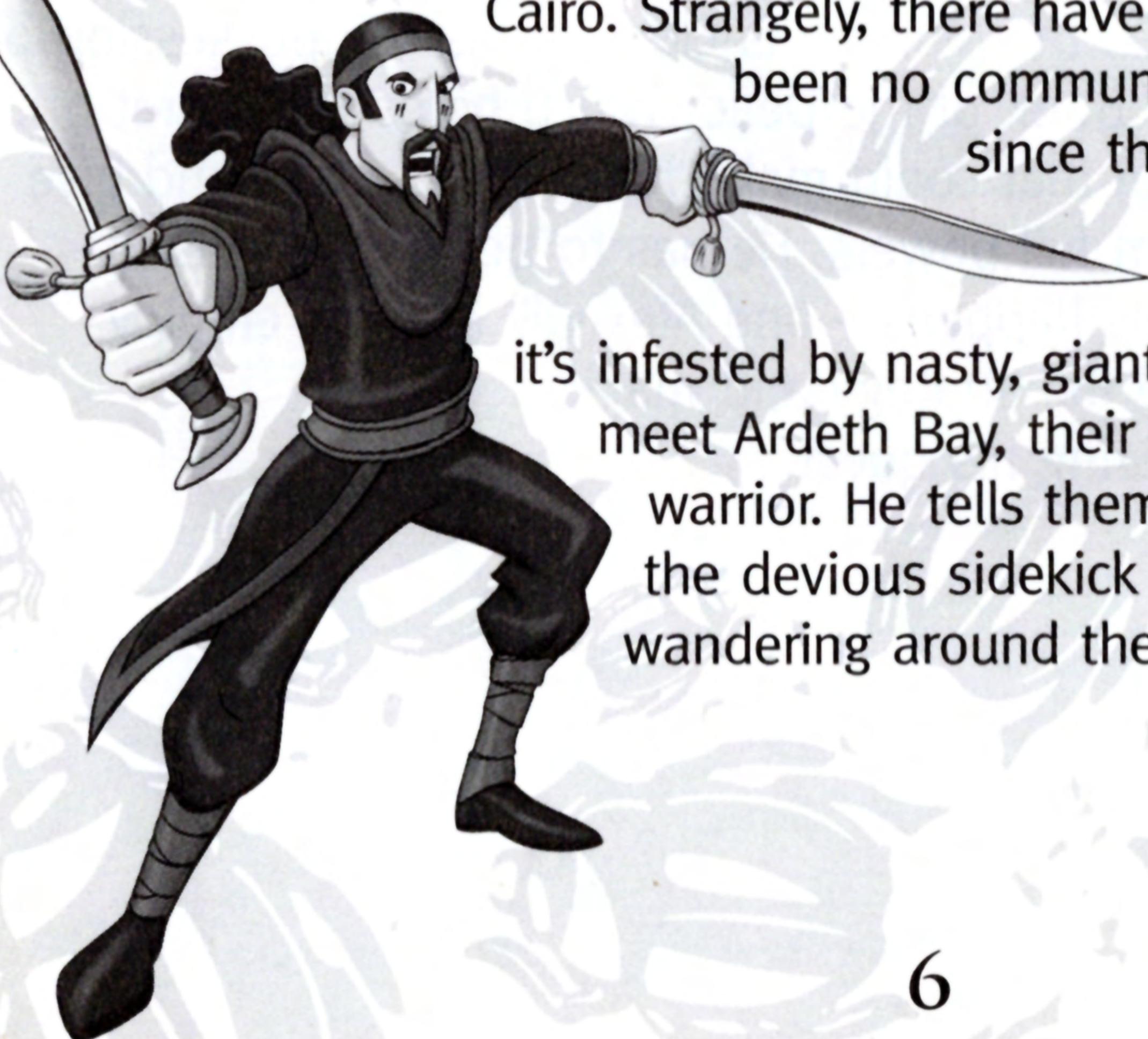
# STORY

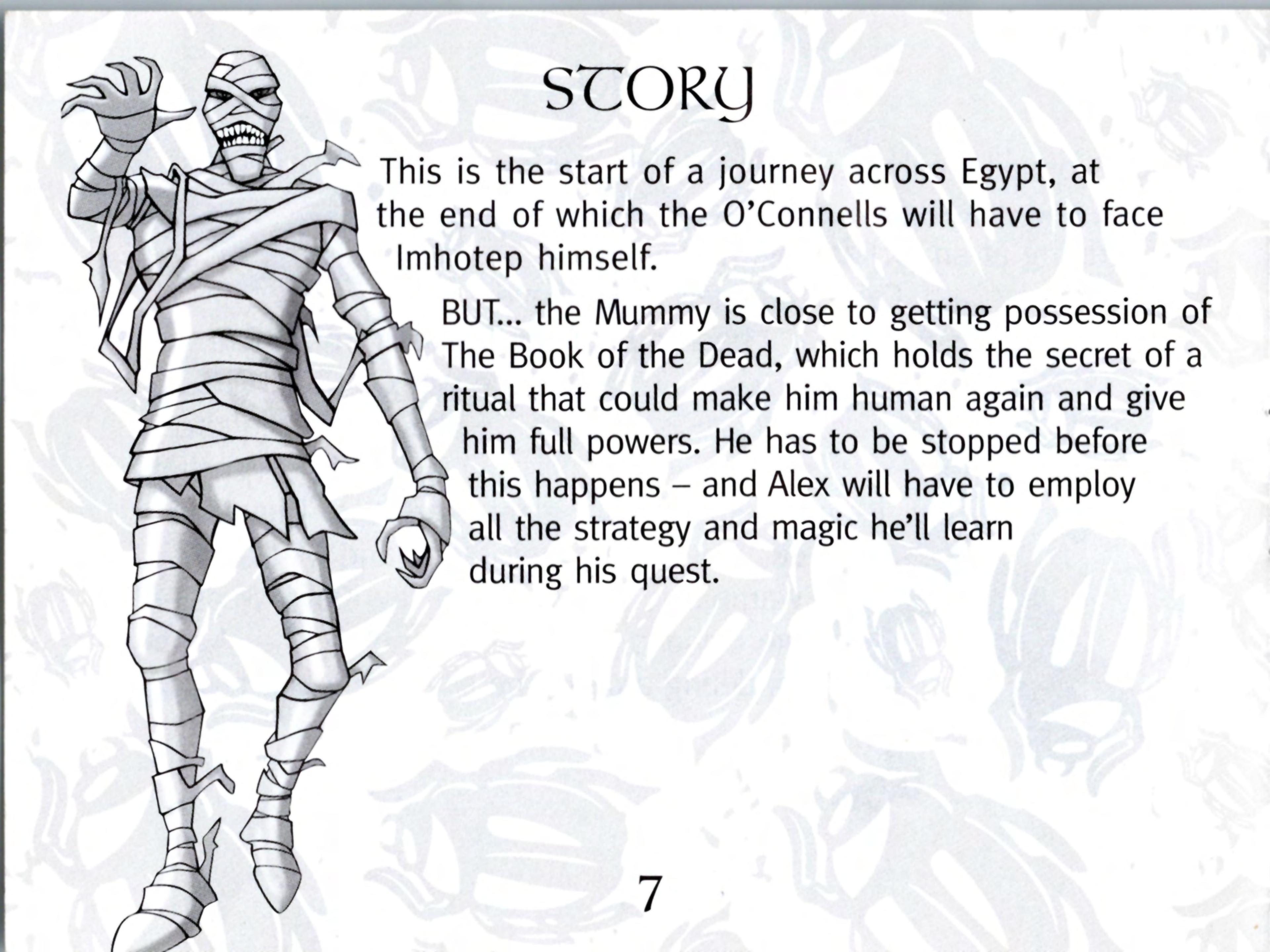
The O'Connell family has been asked to go to Egypt and investigate a strange phenomenon occurring at an archaeological dig site in

Cairo. Strangely, there have

been no communications from there since the week before. Once they reach the site, they discover that

it's infested by nasty, giant scorpions. They also meet Ardeth Bay, their friend and Medjai warrior. He tells them he saw Colin Weasler, the devious sidekick of Imhotep, the Mummy, wandering around the site in the last few days.





# STORY

This is the start of a journey across Egypt, at the end of which the O'Connells will have to face Imhotep himself.

BUT... the Mummy is close to getting possession of The Book of the Dead, which holds the secret of a ritual that could make him human again and give him full powers. He has to be stopped before this happens – and Alex will have to employ all the strategy and magic he'll learn during his quest.

# CONTROLS



**L Button:** Makes Alex perform spells, makes Rick throw dynamite, and Evy throw sticks.

**Control Pad:** Controls movement in the game.

**START:** Pauses the game.

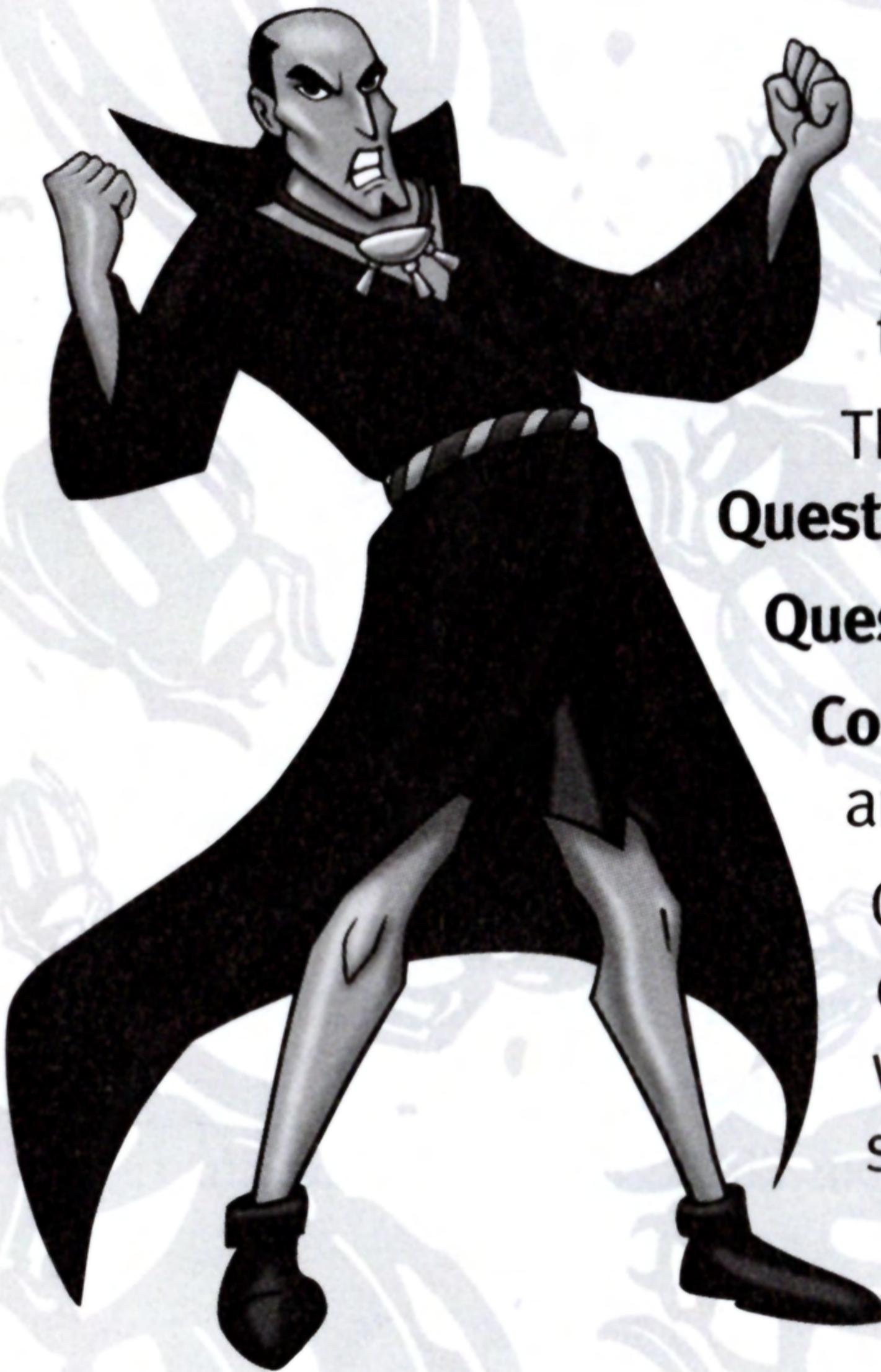
**SELECT:** Enables you to look at inventory.

**R Button:** Character switch (keep pressed to show status).

**A Button:** Attack.

**B Button:** Block; perform an action.

# GAMEPLAY



The switching mechanism is the core of the game, and allows for quick, real-time switching between the three characters. This is done so you can use the characters which have the most suitable skills for each situation.

There are two main types of gameplay:  
**Quest and Combat.**

**Quest** is all about exploration and problem solving.

**Combat** is entered as you confront monsters and enemies directly and fight them.

Quest and Combat go back and forth continuously: they aren't game modes, but states which naturally occur during the game. The switch system works exactly in the same way for both.

# GAMEPLAY

## MAGIC

Alex is able to cast spells in the game, channeling magic energy through his Manacle of Osiris.

He acquires magic spells as he finds the hawk-shaped Magic Statues belonging to the ancient Medjai Academy. There are seven Statues in the game, and each gives a successive magic power, regardless of the order in which they are found. Every time Alex casts a spell, it consumes his magic according to the power it releases (advanced spells are more powerful and worth more).

**1st Osiris Ball:** A ball of fire firing from the Manacle.

**2nd Osiris Wrath:** Eight Osiris Balls scattering from Alex in a circle at the same time.

**3rd Spiritual Hammer:** An earthquake damaging all the enemies on the screen.

# GAMEPLAY

## MAGIC (continued)

**4th Magic:** Energy limit increase.

**5th Firewind:** A mystical gust of burning wind, damaging all the enemies on the screen.

**6th Magic:** Energy limit increase.

**7th Circle of Disruption:** A circular energy beam emanating from Alex, damaging all the enemies on the screen.

## GAME OVER

The game ends when all 3 characters have a life of zero. It's possible to restore a character who is at zero by stepping on Reincarnator points – (round plates with an ankh symbol inscribed above, placed on the floor) and paying the required amount of coins (employing a Reincarnator restores the whole party to full energy).

# GAMEPLAY

## SAVING THE GAME

The game progression is saved by password, which includes:

- ⌚ Accessible locations
- ⌚ Star Keys acquired (per Location)
- ⌚ Magic Spell acquired (Alex)

*NOTE: Scarab Keys are not stored in the password, but when you get a Star Key all the Scarab Keys necessary to reach it are automatically inserted in the relative switches.*

*NOTE: When a password is inserted, you will be given a certain amount of starting coins.*

# CHARACTERS and ACTIONS

## Alex

He is the faster character. He's the weakest in physical combat but will compensate with his agility and the magic he'll learn in the game.

**ATTACK (A Button)**

**CIRCULAR KICK**

Press once

**OSIRIS BALL**

Keep pressed  
(shoot on release)

*Note: this attack  
is not available from  
the beginning*

**SPECIAL (L Button)**

Control Pad Up:

**SPELL #1**

Control Pad Right:

**SPELL #2**

Control Pad Down:

**SPELL #3**

Control Pad Left:

**SPELL #4**

*Note: Spells are acquired  
through the game*

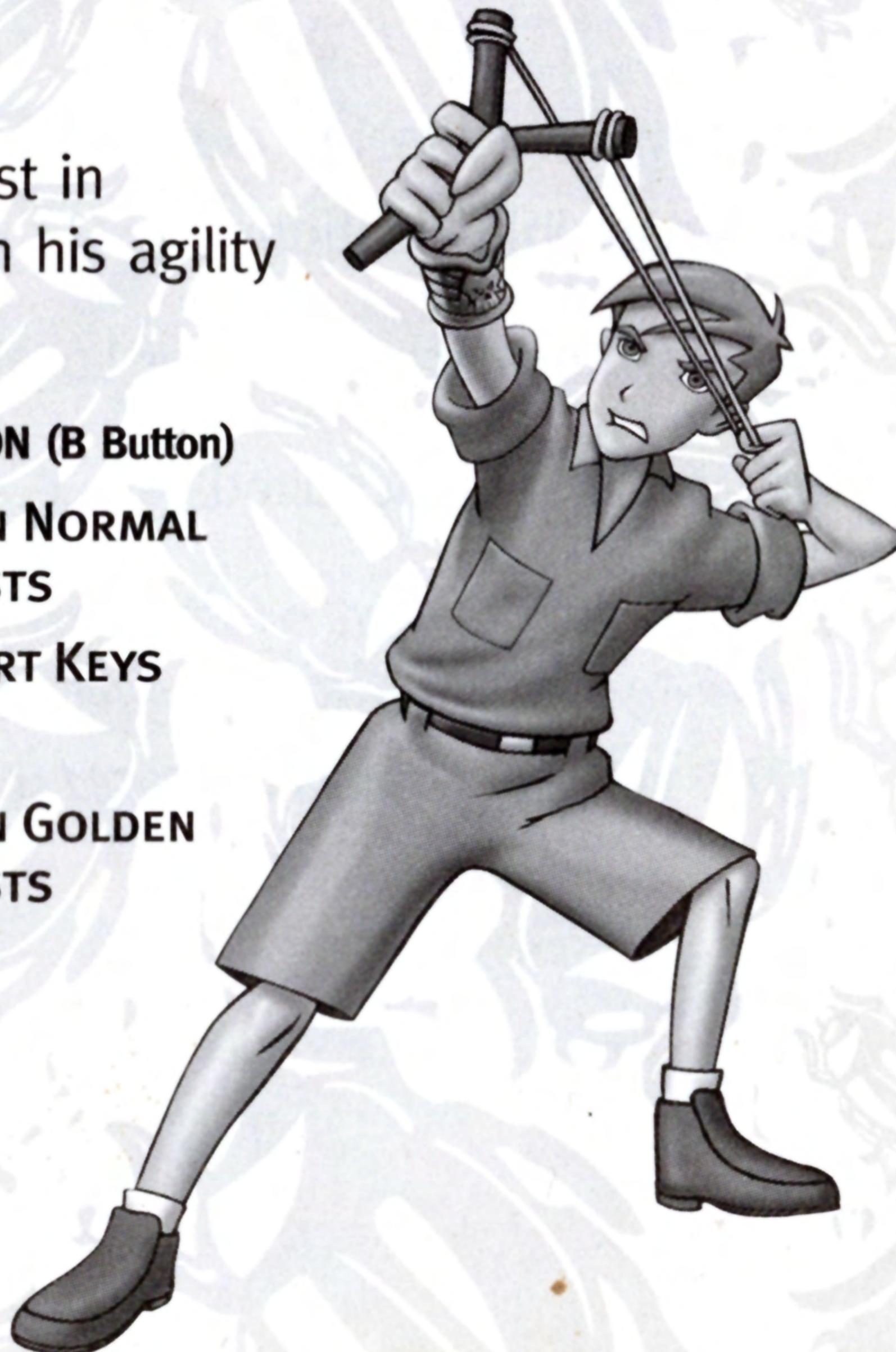
**ACTION (B Button)**

**OPEN NORMAL  
CHESTS**

**INSERT KEYS**

**TALK**

**OPEN GOLDEN  
CHESTS**



# CHARACTERS and ACTIONS

## Rick

He is the stronger character, but the slower one. His strength is a great help during gameplay.

**ATTACK (A Button)**

**PUNCH**

Press once

**PUNCH COMBO**

Press 3 times

**STRONG PUNCH**

Keep pressed  
(hit on release)

**SPECIAL (L Button)**

**THROW DYNAMITE**

*Note 1: Dynamite has to be collected before it is available*

*Note 2: Dynamite can be used to break specific walls*

**ACTION (B Button)**

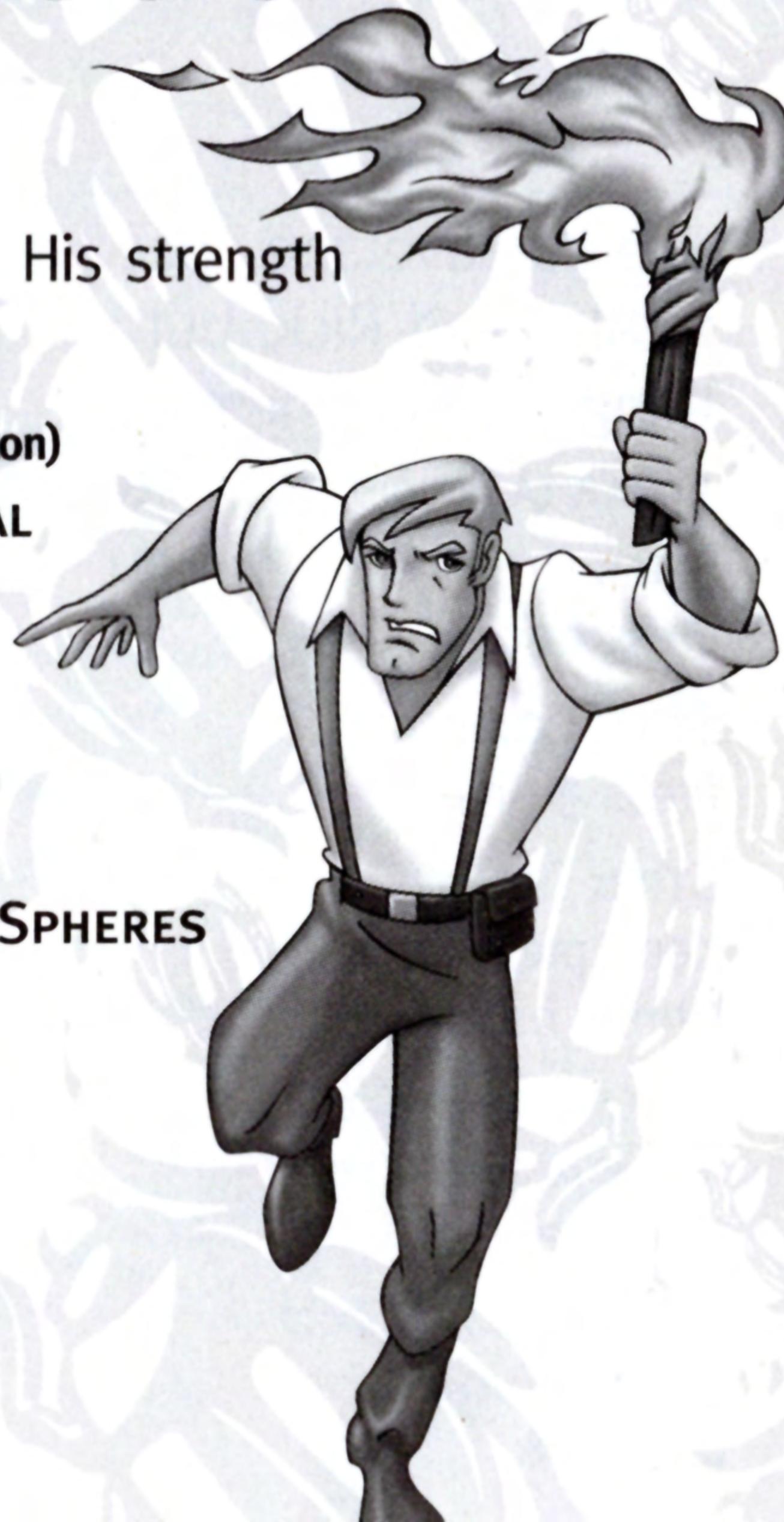
**OPEN NORMAL CHESTS**

**INSERT KEYS**

**TALK**

**PULL LEVERS**

**PUSH STONE SPHERES**



# CHARACTERS and ACTIONS

## Evy

She has average speed and strength, compared to Alex and Rick, but she has the ability to throw things at her enemies.

**ATTACK (A Button)**

**STICK HIT**

Press once

**STICK COMBO**

Press 3 times

**STICK THROW**

Keep pressed  
(throw on release)

*Note 1: Throwing Sticks have to be collected before they are available*

*Note 2: Throwing Sticks can switch levers from a distance*

**SPECIAL (L Button)**

**ROLL**

*Note: The Roll allows a character to pass over trapdoors*

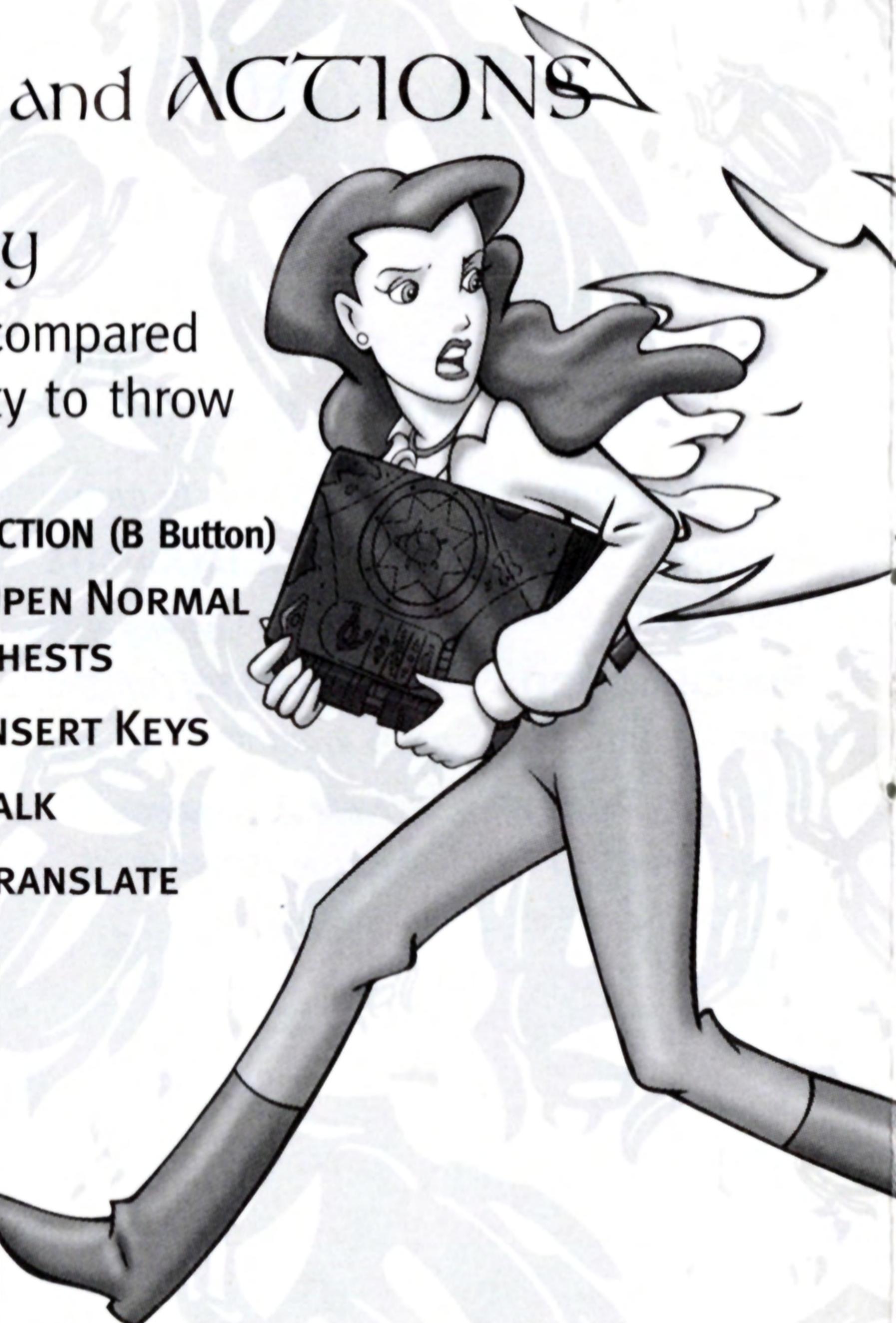
**ACTION (B Button)**

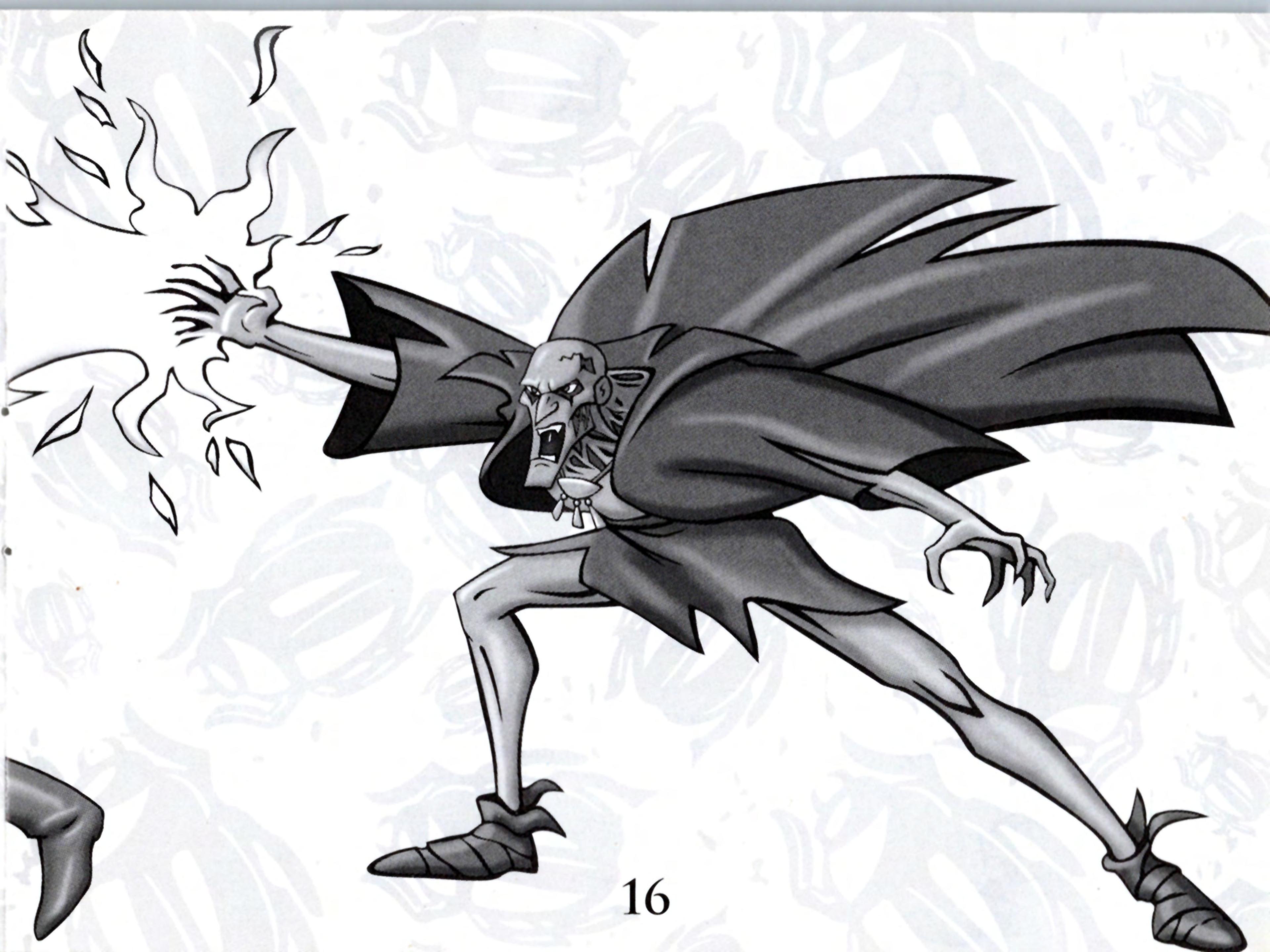
**OPEN NORMAL CHESTS**

**INSERT KEYS**

**TALK**

**TRANSLATE**





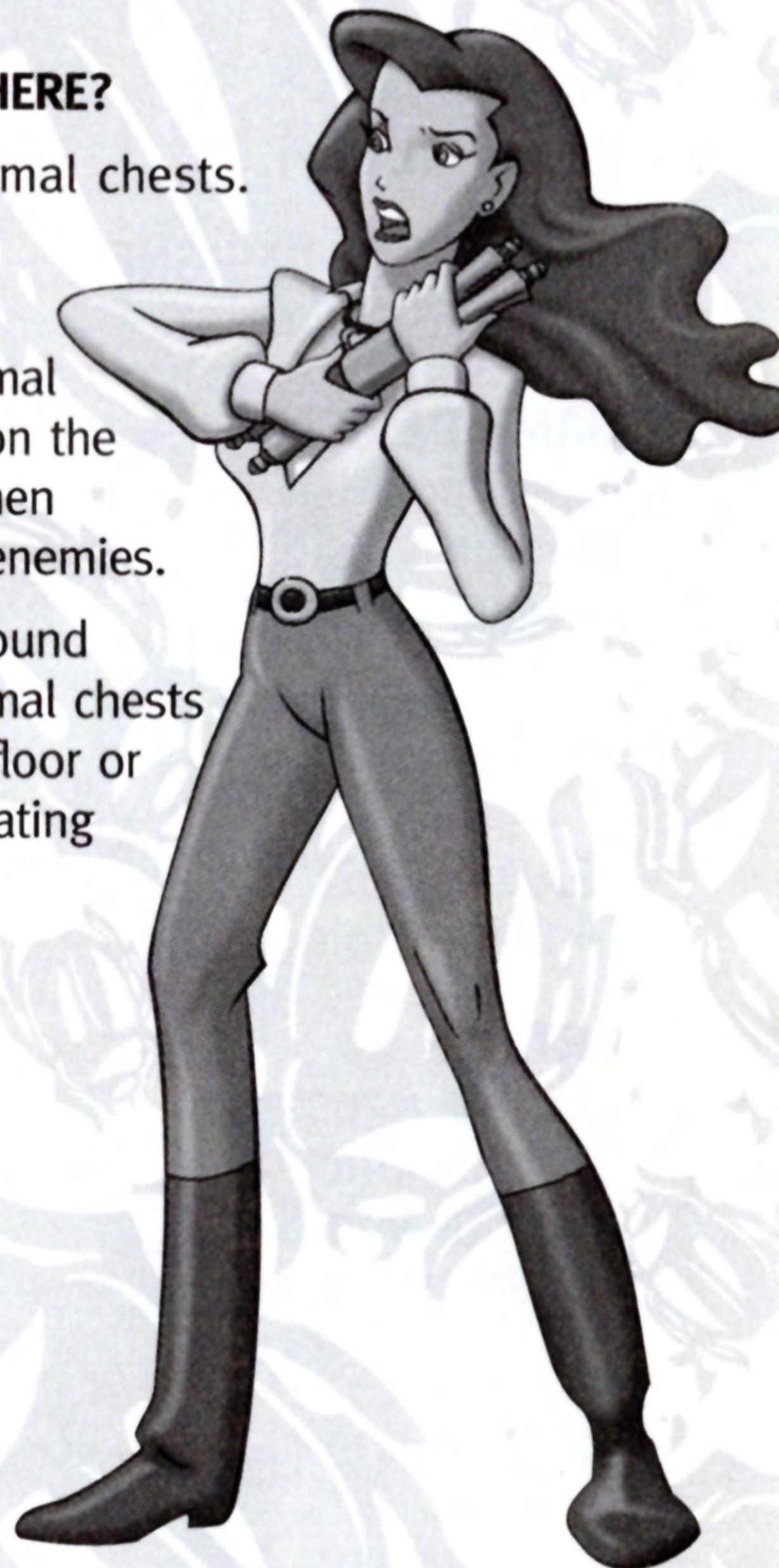
# COLLECTIBLE ITEMS



ITEM	CHARACTER	DESCRIPTION	USE	FOUND WHERE?
SCARAB KEYS	All	Green scarab -shaped collectibles	They have to be collected and inserted in scarab -shaped triggers, to open the relative doors.	Inside golden chests.
STAR KEYS	All	Star-shaped colored collectibles: Blue, Yellow, Red	They have to be collected and inserted in star-triggers of the appropriate color, to open the relative doors. There is one key of each color for each Location. They are specific to the location they are found in.	Inside golden chests.
DYNAMITE	Rick	Dynamite collectibles	Rick can collect and then throw them. He can carry up to 10.	On the floor.
THROWING STICKS	Evy	Sticks collectibles	Evy can collect and then throw them. She can carry up to 99.	On the floor.

# COLLECTIBLE ITEMS

ITEM	CHARACTER	DESCRIPTION	USE	FOUND WHERE?
MAGIC POTIONS	Alex	Yellow glass bottles	Alex can collect these to refill his magic energy.	Inside normal chests.
LIFE POTIONS	All	Red glass bottles	They raise the life energy of the character collecting them	Inside normal chests or on the floor or when defeating enemies.
COINS	All	Coins collectibles	They can be collected and used to activate Reincarnators or buy full energy life and magic potions.	They are found inside normal chests or on the floor or when defeating enemies.



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Before contacting Ubi Soft Entertainment's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search our support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Complete product title

## **Contact Us Over the Internet**

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up-to-date Technical Support information. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com/>

## **Contact Us by Email**

For fastest response via email, please visit our website at: <http://support.ubi.com/>

From this site, you will be able to enter the Ubi Soft Entertainment Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your email depending upon the volume of messages we receive.

## **Contact Us by Phone**

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you have all of the necessary information listed above on hand. Be advised that our Technical Support Representatives are available to help you Monday–Friday from 9 am–9 pm (Eastern Standard Time).

# TECHNICAL SUPPORT

While we do not charge for technical support, normal long-distance charges apply. To avoid long-distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. Email issues usually receive a response within 2 business days.

## **Contact Us by Standard Mail**

If all else fails you can write to us at:

Ubi Soft Technical Support  
3200 Gateway Centre Blvd  
Suite 100  
Morrisville, NC 27560

## **Return Policy**

Please do not send any game returns directly to Ubi Soft Entertainment before contacting technical support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or faulty game, please visit our FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

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Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

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## **Replacement Fees:**

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## **Warranty Address and Contact Information**

Phone: 919-460-9778

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